Listing of Claims:

Claim 1: (Currently Amended)   A system, comprising:

~~~~~memory storing a first object and a second object, the second object configured to define an interactive component for display in an interactive electronic programming guide (EPG), wherein the interactive component includes localized content; and

a ~~unit~~ processor configured to generate ~~an~~ the interactive ~~3-D electronic programming guide (EPG)~~ by combining the first and second objects, wherein ~~selecting at least one of a plurality of objects stored at a user's location~~ an appearance of the interactive EPG is defined by the first object~~; and~~

~~a communication module coupled to a network to receive localized content, the localized content targeted to a particular locality~~.

Claim 2: (Previously Presented)   The system of claim 1 wherein the system comprises a set-top box, a television, or a VCR.

Claim 3: (Previously Presented)   The system of claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

Claim 4: (Currently Amended)   The system of claim 1 wherein ~~a memory in the system contains said at least one of plurality of objects associated with current programming events, a first class of objects providing plurality of virtual worlds included in the 3-D EPG~~ the memory further stores a third object corresponding to content information to be displayed in the EPG, and wherein the processor is configured to generate the interactive EPG by further combining the first and second objects with the third object.

Claim 5: (Currently Amended)   The system of claim 4 wherein the ~~memory in the system includes a second set of objects that~~ the third object includes at least one of a schedule times, channel identification ~~and~~, or a title~~, corresponding to a program~~.

Claim 6: (Cancelled).

Claim 7: (Currently Amended)   The system of claim 4 wherein the ~~memory in the system includes a third set of non-EPG objects including objects used for~~ second object is configured to provide non-EPG e-commerce interactivity.

Claim 8: (Currently Amended)   The system of claim 1 wherein the ~~3D EPG includes a presentation of a virtual world related to content selected by a user~~ first object is selected from a plurality of world objects based on selected content, wherein each of the plurality of world objects defines a different world.

Claim 9: (Currently Amended)   The system of claim 8 wherein the first object defines a virtual world and a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

Claim 10: (Currently Amended)   The system of claim 7 wherein ~~content of the third set of non-EPG objects~~ the second object is uploaded in real time.

Claim 11: (Currently Amended)   The system of claim ~~10~~ 1 further including a user interface ~~for a user to~~ configured to receive user interaction with the localized ~~interactive~~ content of the ~~3D~~ interactive EPG.

Claim 12: (Currently Amended)   A method, comprising:
    receiving a first object configured to define an appearance of an interactive electronic programming guide (EPG) displaying content programming information;
    receiving a second object including a localized interactive component for display in the interactive EPG; and
    generating ~~an interactive 3-D electronic programming guide (EPG) using a~~ at least one of ~~a plurality of objects stored at a location local to a user~~ the interactive EPG by combining the received first and second objects; ~~and~~
    ~~providing a communication module coupled to a network to receive localized content, the localized content targeted to a particular locality.~~

Claim 13: (Currently Amended)   The method of claim 12 further including storing in a memory ~~said at least one of a plurality of objects, wherein said at least one of a plurality of objects is associated~~a third object including information associated with current programming events.

Claim 14: (Previously Presented)   The method of claim 13 performed by a set-top box, a television system, or a VCR.

Claim 15: (Currently Amended)   The method of claim 13 wherein ~~the plurality of objects includes a first set of objects providing plurality of virtual worlds included in the 3-D EPG~~first object is selected from a plurality of world objects, each of the plurality of world objects configured to define a different virtual world for displaying the content programming information.

Claim 16: (Currently Amended)   The method of claim ~~15~~13 wherein the ~~plurality of objects includes a second set of objects that~~third object includes at least one of a schedule times, a channel identification, ~~or~~and a title~~, corresponding to a program~~.

Claim 17: (Cancelled).

Claim 18: (Currently Amended)   The method of claim ~~17~~12 wherein the ~~plurality of objects includes a third set of~~second object is a non-EPG e-commerce object~~s including objects used for~~ ~~e-commerce~~.

Claim 19: (Currently Amended)   The method of claim 18 wherein the ~~3D EPG includes a presentation of a virtual world related to content selected by a user~~first object is selected from a plurality of world objects based on programming content selected by a user.

Claim 20: (Currently Amended)   The method of claim ~~19~~12 wherein the first object defines a virtual world and wherein a subset of the virtual world is displayed as a matrix of rectangular

boxes containing current program information.

Claim 21: (Currently Amended)   The method of claim 20 18 further including uploading ~~content of the third set~~the second object ~~of non-EPG objects~~ in real time.

Claim 22: (Currently Amended)   The method of claim 21 12, further comprising generating ~~providing~~ a user interface coupled to the EPG and configured to receive user interaction~~for a user to interact~~ with the localized interactive ~~content~~component.

Claim 23: (Currently Amended)   A machine-readable storage medium tangibly embodying a sequence of instructions executable by ~~the~~ a ~~machine~~ processor to perform a method for providing for a 3-D enabled electronic programming guide (EPG), the method comprising:

_____ receiving a first object configured to define an appearance of an interactive electronic programming guide (EPG) displaying programming information;

_____ receiving a second object including a localized interactive component for display in the interactive EPG; and

_____ generating the interactive EPG by combining the received first and second objects.

~~generating an interactive 3-D electronic programming guide (EPG) using at least one of a plurality of objects stored at a user's location; and~~

~~providing a communication module coupled to a network to receive localized content, the localized content targeted to a particular locality.~~

Claim 24: (Previously Presented)   The machine-readable storage medium of claim 23 stored in a set-top box, a television, or a VCR.

Claim 25: (Currently Amended)   The machine-readable storage medium of claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish the programming information.

Claim 26: (Currently Amended)   The machine-readable storage medium of claim 24 further including instructions ~~to provide said at least one of a plurality of objects associated with current~~

~~programming events, including a first class of objects providing plurality of virtual worlds included in the 3-D EPG~~for receiving a third object including information associated with a programming event and wherein generating the interactive EPG further includes combining the third object with the first and second objects.

Claim 27: (Currently Amended)   The machine-readable storage medium of claim 26 wherein the ~~plurality of objects includes a second set of objects that~~ third object includes at least one of a schedule times, channel identification, ~~or~~and a title, corresponding to ~~a program.~~the programming event.

Claim 28: (Currently Amended)   The machine-readable storage medium of claim ~~27~~23 wherein ~~the memory in the system includes a third set of~~the second object is a non-EPG e-commerce ~~objects including objects used for e-commerce~~.

Claim 29: (Currently Amended)   The machine-readable storage medium of claim 28 wherein the ~~3D EPG~~first object defines ~~includes a presentation of~~ a virtual world ~~related~~corresponding to content selected by a user.

Claim 30: (Previously Presented)   The machine-readable storage medium of claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

Claim 31: (Currently Amended)   The machine-readable storage medium of claim 30 wherein the first object is user-selected from a plurality of world objects, each of the plurality of world objects defining a different world for displaying the programming information~~a user of the system chooses a virtual world to display programming information~~.

Claim 32: (Cancelled).

Claim 33: (Currently Amended)   The machine-readable storage medium of claim ~~32~~23 wherein ~~content of the third set of~~the ~~non-EPG objects~~second object is uploaded in real time.

Claim 34: (Currently Amended)   The machine-readable storage medium of claim 33 further including ~~instruction for generating~~ a user interface ~~for~~ configured to receive ~~a~~ user ~~to~~ interaction with the localized interactive ~~component~~content of the interactive~~3D~~ EPG.